

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information.** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS Oogie's Revenge

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# Getting Started

Note: because of the E10+ rating on this product, if you have the parental controls set on your Xbox, it must be set to TEEN or higher in order to play this game.

## NEW GAME

Play the game from the very beginning. Select your level of difficulty and start the game.

### EASY MODE

You loved the movie "Tim Burton's The Nightmare Before Christmas" but you don't have much experience with games. This mode is for you.

### NORMAL MODE

You saw the movie, and you also play games. Give this mode a try.

### NIGHTMARE MODE

You loved the movie and you love playing games. You really should try this mode.

## LOAD GAME

This starts the game from where you last saved it. Select the game slot that you want to load.

## OPTIONS

Make all game setting changes here.

### GAME SETTINGS

\* The settings you make here are saved with your saved game data.

#### SUBTITLES

Turns the subtitles "ON" or "OFF" (Default = ON).

#### ENEMY LIFE GAUGE

Turns the target's life gauge "ON" or "OFF" (Default = OFF).


### VIBRATION

Turns the vibrating feature of the controller "ON" or "OFF" (Default = ON).

### TARGET MARKERS

Turns "ON" or "OFF" the arrow marker that hovers above the current target (Default = ON).

### WEAPON TARGETING

Switch the targeting settings between AUTO and MANUAL (Default= AUTO). While in MANUAL mode, you can change the target by pressing .

### CONTROLS

Check out the game control details here.

## SOUND SETTINGS

### SOUND SETTINGS

Sound settings can be adjusted in the Xbox Dashboard for MONO, STEREO, DOLBY SURROUND, DOLBY DIGITAL, or DTS.

### MUSIC/MOVIE VOLUME

Adjust the music and cut scene volume.

### SE/DIALOGUE VOLUME

Adjust the sound effects and in-game dialogue volume.

### BRIGHTNESS

Adjust the brightness of the TV screen.

### SCREEN POSITION

If the picture is off center, use this to adjust the position of the display.

### RESET GAME

Resets the game and returns you to the title screen. This option is only available during game play.



# Controls

## JACK

When Jack is dressed normally, his weapon of choice is the Soul Robber. You can damage targets by whipping them with the Soul Robber or by catching them and swinging them around. You can also hook it onto things and swing to new areas.

## PUMPKIN KING - [Pumpkin Icon]

When Jack is the Pumpkin King, he can breathe fire and blow targets away with his Fire Bomb attack. Press the [Pumpkin Icon] to return to Normal Jack.

## SANTA JACK - [Santa Icon]

While dressed up as Santa Jack, he can attack enemies with Halloween Presents, which will distract, damage or reduce an enemy's status. Press the [Santa Icon] to return to Normal Jack.

## Basic Game Controls

Move Jack - [D-Pad]

Menu Screen - [Start]

Map - [Back]

Switch Costumes - [Left Trigger] and [Right Trigger]

Special Powers for Each Costume - [Y], [B], [X], [A]

Examine / Use Item - [A]

Step / Jump / Cancel - [B]

Taunt - [Left Stick]

Target switching (MANUAL mode only) - [Right Stick]

Activate Presents - [Start]



- [Left Trigger] Left trigger
- [Right Trigger] Right trigger
- [Left Stick] Left thumbstick
- [Right Stick] Right thumbstick
- [Back] BACK button
- [Start] START button
- [D-Pad] Directional pad
- [Black] Black button
- [White] White button
- [Y] Y button
- [B] B button
- [X] X button
- [A] A button



# Game Details

## Understanding the Screen

### Pumpkin Gauge ①

This is Jack's remaining Life. When Jack takes damage, the Pumpkin Gauge decreases, and when it runs out, the game is over.

### Targeting Arrow ②

This arrow will float over the closest object, enemy or character that Jack can attack or interact with. When in **MANUAL** targeting mode, press **A** to change the target. When in **AUTO** targeting mode, reposition Jack to change the target.

### Souls ③

The total number of Souls collected. With the Souls you collect, you can buy useful things in the Witches' Shop.

### !-Count ④

Whenever you taunt or scare the enemy, they will show their shock and anger by popping an exclamation mark (!) over their heads. Each time that you do this, you will earn a point. The more you earn, the higher your Nightmare Rank will be (see Nightmare Ranking pg. 14).

### Combos ⑤

Build up combos by continuously attacking enemies. The more combos that you make, the higher your Nightmare Rank will be (see Nightmare Ranking pg. 14).

### Red Souls - Pumpkin King ⑥

The number of Red Souls you have available.

### Blue Souls ⑦

Collect these from fallen enemies to temporarily boost the Soul Robber's power. Access the **ITEM** menu to use a Blue Soul. Jack can only hold up to five Blue Souls in his inventory. If Jack already has five Blue Souls, picking up another will automatically activate it.

### Present - Santa Jack ⑧

This shows the present that you are currently using. Switch presents by pressing **V**.

## Restoring the Pumpkin Gauge

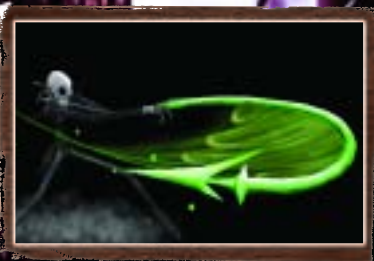
The spring in the center of Halloween Town will restore Jack's health to full strength, completely refilling the Pumpkin Gauge. By carrying water from this spring around in the Crystal Bottle, you can restore Jack's Life even when you are away from the spring. Additionally, defeated enemies will occasionally drop Green Souls. A small Green Soul will restore one pumpkin, while the large Green Soul will restore four pumpkins to the Pumpkin Gauge.

## Continue the Story or Game Over

When the Pumpkin Gauge runs out, you are taken to the **CONTINUE** screen. If you select **YES** before the countdown runs out, you will continue the game, but at a cost...20% of your collected Souls.







## Jack's Actions

### Soul Robber X

Hit and damage a target. Press X repeatedly for combo attacks. Charge the whip by holding the X. You may purchase upgrades to the Soul Robber at the Witches' Shop.

### Taunt an Enemy ⊕

Tap ⊕ while Jack is near an enemy and Jack will dare the enemy to attack. This angers the enemy and causes them to change form. Once defeated, the enraged enemy will leave behind more souls than in their normal state.



### Soul Cycle

Hold Y to charge, and then release the button to grab the nearest enemy. Press Y repeatedly to spin the enemy around. Try hitting nearby enemies to make combos! Taunting an enemy will instantly charge the whip for this move.

### Soul Spin

If enemies are closing in from all sides, you can give Jack some space or deflect incoming projectiles by performing this whip spin. Rotate the ⊕ one turn and press X. Taunting will instantly charge the whip for a more powerful spin, which will blast the enemies away from Jack.



### Soul Slam ⊖

Smash a target onto the ground or into nearby enemies. Press Y repeatedly for maximum damage. To throw an enemy at another target, press Y to grab an enemy and then press X to throw at the nearest target.



### Soul Jump

If you spot a shining Soul Point shimmering from a hook above Jack's head, get close to it and press Y to swing Jack to a new area.

## You Can Change Costumes and Use Any Attack!

Once you have earned the use of a costume, you can change costumes anywhere and at anytime. Quickly switch from attacking with the Soul Robber to blasting a gang of enemies with a Fire Bomb, or throw a Cold Front present to freeze enemies in their tracks.

# Pumpkin King Actions

You may purchase upgrades at the Witches Shop that will increase the number of Red Souls Jack can hold, and add to the blast range of the Fire Bomb attack.

## Flame Thrower ☒

Press and hold ☒ to spit out a stream of flames. You can blast away enemies as long as your Red Soul counter lasts. Use the Ⓐ to aim.

## Fire Bomb ♣

When used, Jack will send out a powerful ring of fire, damaging any enemy within range. Each use takes one full Red Soul.

# Santa Jack Actions

- Throw a present at a target with ☒! The longer that you hold the button, the farther the throw will be.
- You may either let the present open on its own, or press ○ to open it sooner.
- Switch between the different presents with ♣.
- Buy presents and upgrades at the Witches Shop.



## Scared Stiff

Temporarily stuns the target.

## Re-Possession

Make enemies come out of possessed objects, or surprises enemies and makes them forget their anger.



## Cold Front

This present contains a blizzard of northern snow. It damages the target by freezing it.



## Pumpkin Shield (Easy Mode Only)

This gift temporarily shields Jack from attacks.

## Dance Battles



Soul Notes



Dance Gauge



Enemy Life Gauge

During the boss battles, Jack can use his Dance techniques. When you attack an enemy or target, Soul Notes will fly out of it. Collect these to build up your Dance Gauge. When the gauge is full, you will enter the Dance Mode.



## Dance Mode

When Jack enters Dance Mode, two markers will appear in the middle of the screen. As the characters dance and sing, buttons will fly across the screen from the left to the right. As the buttons pass between the markers, you must press the appropriate buttons on the controller. If you miss too many button presses, Jack will stop dancing before the song is over. By continuously pressing the correct buttons, he can score additional combos and !-Count, which will raise his Nightmare Rank.



Press **○** to access the menu screen. Press **△** to select an item and **Ⓑ** to return to the previous screen.

## ITEM

Place the cursor on the item that you want to use or view, then press **△** to select the item, or **×** to view the item's details.

## MAP

Shows your position on the Halloween Map. Press **○** to open the map from anywhere in the game.

## INDEX

Use this to check the details for the Halloween Town characters.

## OPTIONS

Lets you make changes to a variety of game settings.

## EXIT

Return to the game.

\* In **ACTION** and **INDEX**, when a new item is added, the guide icon will appear in the lower left of the screen. Use the **○** to check it out.



The story is recorded by some strange residents of Halloween Town called the Three Mr. Hydes. The two smaller Mr. Hydes live in the larger Mr. Hyde's top hat, and they help to move the story along. When you have to leave in the middle of a story or you want to save it, talk to Mr. Hyde and he'll do it for you.



# Nightmare Ranking

At the end of each level, you will be given a Nightmare Rank. This is a comprehensive score, which reflects the player's ranking in terms of Time, Combos, Damage, and !-count.



## !-Count

The total number of "!" collected. These are collected by taunting or startling an enemy. The more you collect, the higher your score.

## Combos

Build up combos by continuously attacking enemies, or by making consecutive dance moves while in Dance Mode.

## Damage

To get a good score, you will need to keep Jack out of harm's way.

## Time

The faster that you complete a chapter, the better your score will be.

# Jack's House

Visit Jack's house to access the game's bonus features.

## Score Sheet

View your score card, broken down by chapter.

## Figurine Display

View figurines that you find and earn throughout the game.

## Music Player

Replay any of the unlocked music clips.

## Movie Projector

Replay any of the unlocked movie clips.

## Wardrobe

When you make it all the way through the game, your combined Nightmare Ranking may earn you bonus costumes. Your average score will determine which costumes are unlocked. The higher your score, the more costumes you will earn. Once unlocked, you may change Jack's normal state costume by accessing the Wardrobe.





# Characters

## Jack Skellington

The holiday leader of Halloween Town and the Pumpkin King. His goal is to make each year's Halloween scarier and more spine-tingling than the last.



## The Mayor of Halloween Town

Now some Mayors can be two-faced, but this politician has a rotating head. He turns to one face when he is pleased and one when things are not going his way, which seems to be most of the time.



## Zero

Zero is Jack's faithful dog and best friend. His glowing nose can always be counted upon to guide Jack through the darkest of times.

## Sally

This living rag doll, created by the Doctor, has sewn her way into Jack's heart.



## Dr. Finkelstein

As Halloween Town's resident mad scientist, the doc has been known to pop his top - literally. He has a flip-top head.



## Clown

This unicycle-riding Clown is the keeper of the main gate key. Without him, no one can leave town.



## Igor

Dr. Finkelstein's assistant. He always follows Dr. Finkelstein's orders, but when he gets hungry...







### Hanging Tree

Five Hanging Men hang around on the Hanging Tree. Without them it would not be much of a hanging tree, would it?



### Dogie Boogie

This lord of the flies, bugs and slugs once tried to snuff out Santa and pop Jack's Pumpkin Head. Now he's back to finish the job.

### The Vampire Brothers

These close-knit brothers guard the keys to the Mayor's house.



### Lock, Shock, and Barrel

These little pranksters storm around Halloween Town in a bathtub, leaving chaos in their wake, doing Dogie's dirty work.



### Corpse Kid

This kid from Halloween Town likes to test Jack with tricky questions.

